***High Concept Document***

1. **GAME ANALYSIS**

A fps survival horror game with puzzles, zombies and traps. Later with a sandbox mode for players to create their own dungeons and survival stories.

* 1. **Game Concept**

The Hero is trapped inside of a mazelike dungeon. He fights for his freedom with guns and brain. While trying to survive he tries to find out who trapped him and for what reason.

* 1. **Game Goals**

Goal 1. Find your way out  
Goal 2. Find out who kidnapped you  
Goal 3. Learn why you were kidnapped  
Goal 4. Where did the zombies come from?  
Goal 5. Don’t die

* 1. **Game Information**

Genre: horror, survival, fps, puzzle, sandbox  
Type:   
Style: Modern, 3D, Historical

# 1.4 License/Brand Analysis

Treatment of license or brand elements in the game. How they relate to the overall intent of the game?

**1.5 Target Audience**

The game is aimed for +18-year-old players who enjoy slow paced and atmospheric horror with focus on story telling. The game fits for both people who game a lot and who are just starting out.

# 1.6 Competitor’s Analysis

Brief analysis of the competition. Statement of differentiation.

**GAME DESIGN**

**2.1 Expanded Game Concept**

The game is set in modern time, but the dungeon is old. Each room holds a secret that carries the story on. The dungeon has been used for many purposes during the years. First it was just a cellar to store food. Later it was expanded and used for prisoners. As the owners changed so did the purpose and the usage of the dungeon. The latest owner is a retired scientist who uses the dungeon below his house as his private laboratory.

The Hero fights for his life to survive this nightmare while he tries to discover what happened to him and why. Solving puzzles unlocks new rooms to explore and takes the Hero closer to escaping. As the Hero progresses more tougher enemies appear before him.

**2.2 Game Structure**

Modes, levels, etc.

**2.3 Gameplay**

Two to three sentences defining core gameplay

# 2.4 Expanded Gameplay

Walkthrough of game play experience - two to three paragraphs.

**GAME FEATURES**

# 3.1 Key Game Features

Back of the box features – provide seven to ten in total.

**SUMMARY**

Provide a summary of the idea.